

3D displays and tracking devices for your browser: a plugin-free approach relying on web standards

Presenter:

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The « Cloud » has become the new computing paradigm.
Multimedia content (audio, video, 3D models) can be delivered via a web browser.

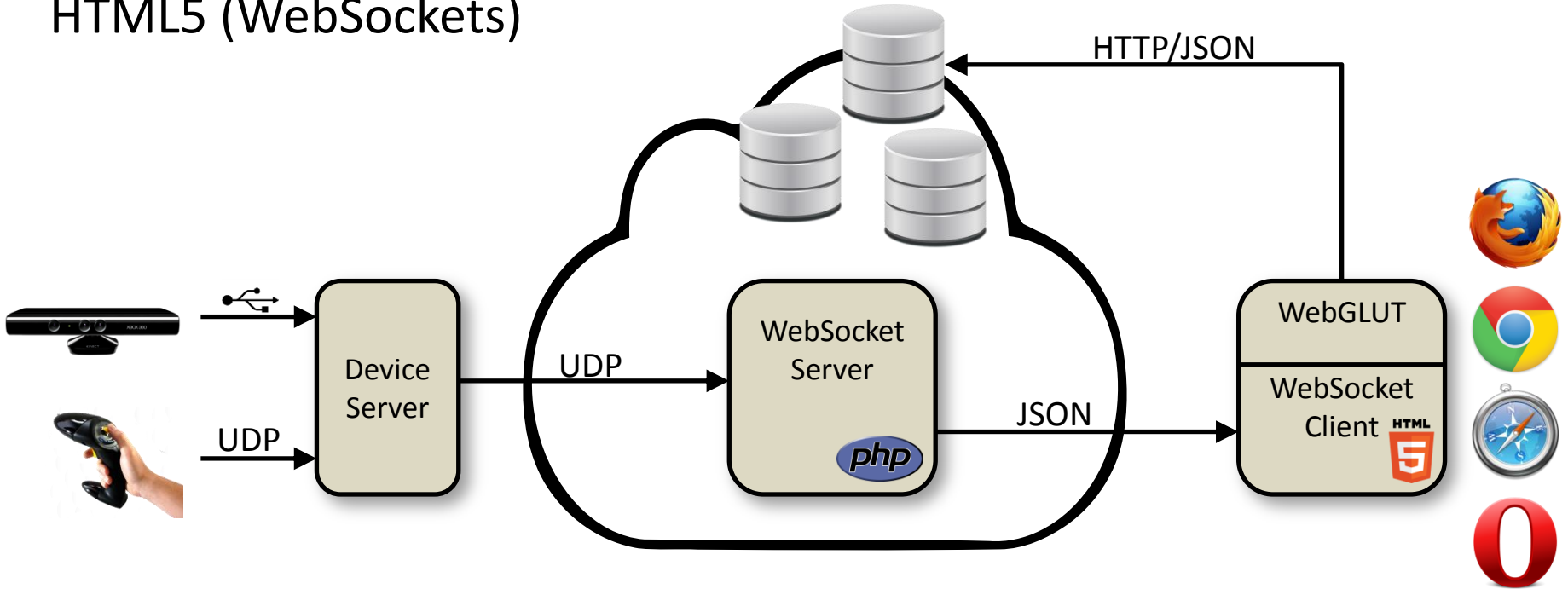
What about an immersion platform for the World Wide Web?

- Natural interaction with tracking devices
- Better depth perception with 3D displays

Problem

An immersion platform relies on dedicated hardware that cannot be handled directly with JavaScript.

Cloud-based immersion platform leveraging the new features of HTML5 (WebSockets)



Cloud-based immersion platform leveraging the new features of HTML5 (WebGL)

